

## Windsword Shiva Advanced Warcruiser



### SPECS

Class: Capital Ship  
In Service: 2270  
Point Value:  
Ramming Factor: 450  
Jump Delay: 10 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 21  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

Neutron Laser (Impr.)  
Class: Laser  
Modes: R, P, S(3)  
Damage: 4d10+18  
Range Penalty: -1 per 4 hexes  
Fire Control: +5/+4/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Fusion Cannon  
Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

Electro-Pulse Gun  
Class: Electromagnetic  
Effect: Forces dropout  
Range Penalty: -3 per hex  
Fire Control: -/-/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

Lightning Spear  
Class: Electromagnetic  
Mode: Piercing  
Damage: 4d10+16  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-  
Intercept Rating: -1  
Rate of Fire: 1 per 4 turns  
Note: Non-interceptable

**FORWARD HITS**  
1-3:Retro Thrust  
4-5:EP Gun  
6-9:Neutron Laser  
10-12:Lightning Spear  
13-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3:Port/Stb Thrust  
4-5:Neutron Laser  
6-9:Turret  
10-12:Lightning Cannon  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-4:Main Thrust  
5-7:Neutron Laser  
8-9:Fusion Cannon  
10-12:Lightning Cannon  
13-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-6:Primary Struct  
7-8:Engine  
9-10:Jump Engine  
11:Tractor Beam  
12-13: Jammer  
14-15: Sensors  
16-17:Hangar  
18-19:Reactor  
20:C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### SPECIAL NOTES

*Unique Ship*

*Gravitic Drive System*

*Lightning Cannons may only fire in Mega mode with Lightning Spear.*

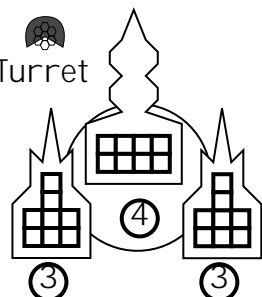
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

### HANGAR

24 Fighters

6 Combat Flyer

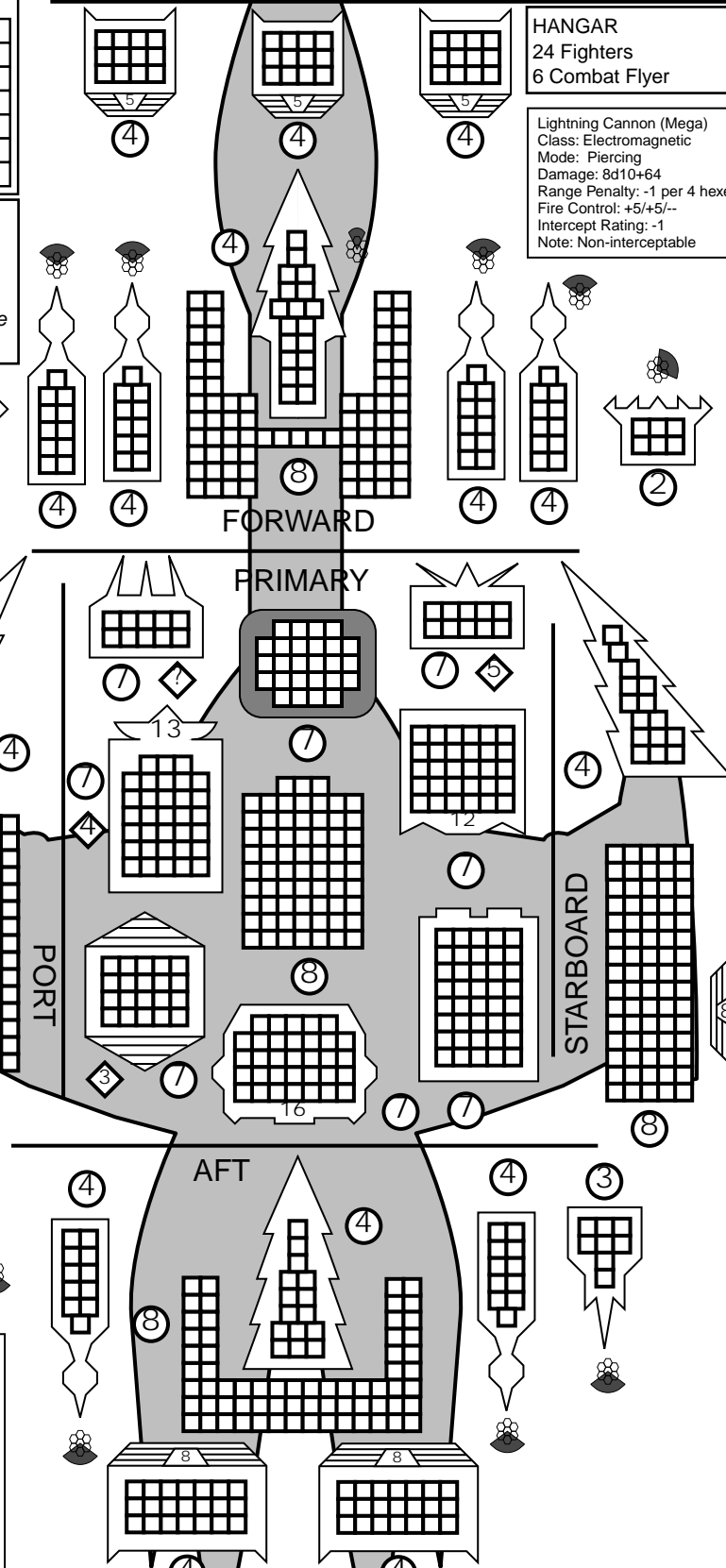
Lightning Cannon (Mega)  
Class: Electromagnetic  
Mode: Piercing  
Damage: 8d10+64  
Range Penalty: -1 per 4 hexes  
Fire Control: +5/+5/-  
Intercept Rating: -1  
Note: Non-interceptable



**ICON RECOGNITION**

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Lightning Spear
- Impr. Neutron Laser
- Lightning Cannon
- EP Gun
- Fusion Cannon
- Tractor Beam
- Jammer
- Molecular Pulsar

Molecular Pulsar  
Class: Molecular  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: Can fire every turn doing 1d3 pulses with no volley count bonus



### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Recharge Delay: None  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2

